

# BOMB SYSTEM

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**D&D 5E HOMEBREW**



**A unique system that adds various new bombs  
with different effects from each other**

# Bomb System



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# BOMBS

**B**OMBS ARE POWERFUL COMBAT TOOLS AVAILABLE through specialized alchemists, though gnomes and certain classes also possess knowledge of specific formulas. There is no limit to the number of bombs an adventurer can carry, but local authorities will certainly impose restrictions on transporting bombs that cause damage. Support bombs such as smoke and flash bombs are generally not barred.

Although effective, bombs present significant risks. Fire damage can inadvertently light the fuse of a bomb, and carrying multiple bombs can result in catastrophic chain reactions. This homebrew aims to provide non-magical fighters with more efficient means to face multiple adversaries without relying on magic. For example, rogues can use smoke or flash bombs to escape from tricky situations without needing arcane skills.

## USING BOMBS

All bombs count as simple weapons and require an action to be thrown. The action *Throw a bomb* does not count as an attack roll, except for the *Small bomb*, which functions differently from the others.

After using your action to throw a bomb, you cannot do so again in that round, even if you have actions remaining, just as with spells.

## DC OF BOMBS

The DC for saving throws against bombs you throw is 8 + your Dexterity modifier. You can improve this DC by acquiring the *Master of Bombs* feat, described below.

## FEAT

### MASTER OF BOMBS

**Prerequisite:** None

**Repeatable:** No

After continuous use of this explosive resource, you have specialized even further, gaining the following benefits.

- Increase your Dexterity score by 1, up to a maximum of 20.
- The DC for resistance tests to resist bombs thrown by you is 8 + Dexterity Modifier + Proficiency Bonus.
- You can throw bombs as a bonus action, however, you can still only throw one bomb per round.

## CASTING SPELLS AND THROWING BOMBS

Adventurers must choose between casting a spell or throwing a bomb each turn, it is not possible to perform both actions simultaneously. Similar to the spellcasting rule, even if a character has the ability to perform multiple actions in a turn, they can only throw one bomb or cast a single spell per turn.

## IMPACT AND FUSE

You can choose whether the bomb will activate on impact when hitting a solid surface or after a certain time, activating with the fuse.

Most bombs use a fuse and, naturally, as part of the action of throwing the bomb, you already light the fuse using the correct timing for it to explode exactly where you want. However, you can light the fuse a bit further from the end, giving the bomb a much longer time to explode, up to 5 rounds in a common fuse size.

You can choose whether the fuse makes noise or not when lit, but naturally all bombs make a lot of noise and it is difficult to use them stealthily unless you program them to explode later. I also encourage both Masters and players to use bombs as traps as well.

## BOMB PRICES

Type of Bomb	Weight	Cost
Small Bomb	0.55 lbs	1gp
Normal Bomb	2 lbs	50gp
Powerful Bomb	4 lbs	250gp

## SMALL BOMB

The small bomb functions as a simple thrown weapon. Unlike other bombs, a small bomb can be thrown with each of your attacks and functions as a normal weapon attack, like a dart, for example.

## SMALL BOMB

**Type of Bomb:** Impact

**Blast Radius:** One creature.

**Throwing Distance:** 25 feet

**Resistance Test:** No.

The small bomb causes 1d6 fire damage to the target if you throw it correctly, making a ranged attack. You can use the small bomb as ammunition in certain weapons like *Sling* and *Slingshot*; the throwing distance becomes that of the used weapon and the damage is replaced by the bomb's damage.

## NORMAL BOMBS

### SHRAPNEL BOMB

**Type of Bomb:** Fuse

**Blast Radius:** 15 feet

**Throwing Distance:** 40 feet.

**Resistance Test:** Dexterity

Creates an explosion that launches shards of glass and nails. In case of failure, the creature suffers 4d6 piercing damage, or half of that on a success.

## GUNPOWDER BOMB

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**Type of Bomb:** Fuse

**Blast Radius:** 15 feet

**Throwing Distance:** 40 feet

**Resistance Test:** Dexterity

Creates an explosion that burns everything around it. In case of failure, the creature suffers 4d6 fire damage, or half of that on a success.

## SMOKE BOMB

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**Type of Bomb:** Impact or Fuse

**Blast Radius:** 10 feet

**Throwing Distance:** 40 feet

**Resistance Test:** None

You create a 10-foot radius sphere of smoke, centered at the point of impact, within range.

The smoke spreads, rounding corners, and the area prevents any creature from seeing what is inside or behind the smoke.

It lasts for the duration of 3 rounds or until a moderate or faster wind (at least 10 miles per hour) disperses it.

## POISON BOMB

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**Type of Bomb:** Impact or Fuse

**Blast Radius:** 15 feet

**Throwing Distance:** 40 feet

**Resistance Test:** Constitution

The bomb releases a cloud of poisonous gas. All creatures within a 15-foot-radius must make a Constitution saving throw or suffer 2d6 poison damage and must repeat this test at the beginning of each of their turns.

On each subsequent failure, the creature suffers an additional 1d6 poison damage. On a success, the creature takes no poison damage that round. The poisonous cloud remains for the duration of 1 minute or until a moderate or faster wind (at least 10 miles per hour) disperses it.

## STINK BOMB

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**Type of Bomb:** Impact or Fuse

**Blast Radius:** 20 feet

**Throwing Distance:** 40 feet

**Resistance Test:** None

The bomb releases a cloud of stinking gas that repels creatures. All creatures within the area of the stink gas have disadvantage on attack rolls and ability checks.

Holding breath does not work, but creatures that cover their face with a cloth or that do not need to breathe are immune to this bomb.

The bomb is also very effective at driving away creatures of the *Beast* and *Monstrosity* types.

The cloud of stinking gas remains for the duration of 1 minute or until a moderate or faster wind (at least 10 miles per hour) disperses it.

## STICKY BOMB

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**Type of Bomb:** Impact or Fuse

**Blast Radius:** 20 feet

**Throwing Distance:** 40 feet.

**Resistance Test:** Strength

Explodes into a viscous liquid that covers the ground. All creatures within a 20-foot radius at the targeted location must make a Strength saving throw or become restrained and the area becomes difficult terrain.

Each restrained creature can attempt an Athletics check at the start of each of their turns to escape.

The sticky area remains on the surface indefinitely.

## FLASH BOMB

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**Type of Bomb:** Impact or Fuse

**Blast Radius:** 50 feet

**Throwing Distance:** 40 feet.

**Resistance Test:** Constitution

When this bomb explodes, it emits a bright flash that can blind creatures in the area.

All creatures within 50 feet of the explosion looking at it cannot take reactions this round and must make a Constitution saving throw or be blinded for 1d4 rounds.

“WHAT HAVE YOU DONE? NOW EVEN WARRIORS ARE throwing *FIREBALLS!*”

“*I’ve leveled the playing field.*”

— Conversation between an indignant mage and a Gnome

## THUNDER BOMB

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**Type of Bomb:** Impact or Fuse

**Blast Radius:** 60 feet.

**Throwing Distance:** 40 feet.

**Resistance Test:** None

This bomb is made of a material that emits a powerful sound wave when broken. The bomb creates a sonic explosion, causing everyone within an 60-foot radius to become deaf for 1d4 rounds.

The sound of the bomb can be heard up to 250 feet from the site of the explosion, but only by those who recognize the sound of this bomb’s explosion.

## PUSH BOMB

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**Type of Bomb:** Impact or Fuse

**Blast Radius:** 10 feet.

**Throwing Distance:** 40 feet.

**Resistance Test:** Strength

Creates a small-area explosion that pushes surrounding creatures. Each creature in the effect area must succeed on a Strength saving throw or suffer 2d6 bludgeoning damage and be pushed 15 feet back; on a success, the creature takes no damage and is not pushed.



## OIL BOMB

**Type of Bomb:** Impact or Fuse

**Blast Radius:** 15 feet

**Throwing Distance:** 40 feet.

**Resistance Test:** None

A mix of gunpowder and oil creates a sticky area that burns for a long time. The bomb forms a 15 foot area of difficult terrain of burning oil where each affected creature is on fire, suffering 1d10 fire damage per round until using an action to extinguish the fire.

Whenever a creature enters or spends a round in the area, it suffers 1d10 fire damage. The oil continues burning for up to 1 minute; after that, the area becomes just difficult terrain and does not cause damage.

## POWERFUL BOMBS

### INCENDIARY BOMB

**Type of Bomb:** Fuse

**Blast Radius:** 20 feet

**Throwing Distance:** 40 feet

**Resistance Test:** Dexterity

Creates a large explosion that ignites everything around it. In case of failure, the creature suffers 8d6 fire damage, or half of that on a success.

### CONFUSION BOMB

**Type of Bomb:** Impact or Fuse

**Blast Radius:** 20 feet

**Throwing Distance:** 40 feet.

**Resistance Test:** Wisdom

The bomb releases a cloud of gas that induces hallucinations. Each creature within a 20-miles radius sphere, centered on the point of impact, must succeed on a Wisdom saving throw upon entering the gas's effect area.

An affected target cannot take reactions and must roll a d10 at the start of each of their turns to determine their behavior for that turn.

**1d10**

**Behavior**

- 1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each face of the die. The creature does not take an action this turn.
- 2-6 The creature does not move or take actions this turn.
- 7-8 The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there are no creatures within reach, the creature does nothing this turn.
- 9-10 The creature can act and move normally.

At the end of each of their turns, an affected target can make a Wisdom saving throw. If successful, the effect ends for that target.

## SLEEP BOMB

**Type of Bomb:** Impact or Fuse

**Blast Radius:** 30 feet.

**Throwing Distance:** 40 feet.

**Resistance Test:** Constitution

The bomb releases a cloud of sleeping gas. All creatures within a 30-foot radius must make a Constitution saving throw and fall unconscious to the ground on a failure.

The sleeping gas remains for 3 rounds, and each creature must make a Constitution saving throw whenever they spend a round within the area of the sleeper.

If a creature is affected, it can repeat the saving throw at the start of each of its turns to wake up; taking damage will also immediately awaken the creature.

This bomb does not work on creatures that do not need to sleep or that are engaged in physical activity or something dangerous, such as running, climbing, fighting, etc...

*"I CAN'T BELIEVE IT! A BOMB THAT RECREATES THE effects of the 'confusion' spell? That spell is level 4! I spent years studying to be able to cast it, and any rogue can just buy it for a mere 250 gold pieces? This is going too far..."*

— An indignant mage

### BLACK SMOKE BOMB

**Type of Bomb:** Impact or Fuse

**Blast Radius:** 20 feet

**Throwing Distance:** 40 feet.

**Resistance Test:** None

You create a 20-foot radius sphere of smoke, centered on the point of impact, within range.

The sphere spreads, bending around corners, and its area prevents any creature from seeing what is inside or behind the smoke wall.

It lasts for the duration of 5 rounds or until a moderate or faster wind (at least 10 miles per hour) disperses it.

### THE HOLY HAND GRENADE

**Type of Bomb:** Fuse

**Blast Radius:** 25 feet.

**Throwing Distance:** 40 feet

**Resistance Test:** Wisdom

A divine representation of destruction, this holy bomb emits a radiant and powerful light when it explodes. Creatures in the effect area cannot take reactions this round and must make a Wisdom saving throw or suffer the divine effects of the explosion.

Creatures in the effect area suffer 7d4 radiant damage on a failure or half that damage on a success. Creatures of the *Corruptor* or *Undead* type have disadvantage on the resistance test and are vulnerable to the radiant damage caused by the bomb.

Creatures of the *Celestial* type are immune to damage from this bomb.

## SHOCK BOMB

**Type of Bomb:** Fuse

**Blast Radius:** 20 feet

**Throwing Distance:** 40 feet

**Resistance Test:** Dexterity

By adding stones energized with electricity magic, a powerful bomb is created that few know the recipe for. It creates an electrical explosion in the area.

On a failure, the creature suffers 8d6 electric damage, or half that on a success.

## LAUGHING GAS BOMB

**Type of Bomb:** Impact or Fuse

**Blast Radius:** 15 feet

**Throwing Distance:** 40 feet.

**Resistance Test:** Constitution

The bomb releases a cloud of laughing gas. All creatures within a 15-foot radius must make a Constitution saving throw. If they fail, they have disadvantage on ability checks and attack rolls until they pass the saving throw, which can be repeated at the end of each round.

Once a creature passes the test, it is immune to the effects of this bomb and no longer needs to make further tests even if it remains in the effect area. The cloud of gas remains for the duration of 1 minute or until a moderate or faster wind (at least 10 miles per hour) disperses it.

## CORROSION BOMB

**Type of Bomb:** Impact or Fuse

**Blast Radius:** 5 feet

**Throwing Distance:** 40 feet.

**Resistance Test:** Dexterity

The bomb made with gray slime corrodes the equipment of creatures. All creatures within 5 feet of the bomb's explosion must make a Dexterity saving throw or all non-magical metal equipment will receive a -1 penalty, which is cumulative for each time you throw another bomb at the creature. Items that reach -5 are destroyed. This bomb can be used to corrode metal and damage anything made of metal that is not adamantium. Metal creatures suffer 6d6 acid damage when hit by this bomb or half that if they succeed on the resistance test.

"I LIKE THIS CORROSION BOMB..."

— A not so indignant mage

## NECROTIC BOMB

**Type of Bomb:** Fuse

**Blast Radius:** 20 feet

**Throwing Distance:** 40 feet

**Resistance Test:** Constitution

This nefarious bomb radiates necrotic energy upon exploding, consuming everything in its reach with the darkness of death.

On a failure, the creature cannot heal until the beginning of the next round and suffers 6d6 necrotic damage, or half that on a success, and can heal normally.

## ACID BOMB

**Type of Bomb:** Fuse

**Blast Radius:** 20 feet

**Throwing Distance:** 40 feet.

**Resistance Test:** Dexterity

This corrosive bomb releases a spray of lethal acid upon exploding, dissolving everything in its reach with its powerful destructive capacity. On a failure, the creature suffers 8d6 acid damage, or half that on a success.

## STUN BOMB

**Type of Bomb:** Impact or Fuse

**Blast Radius:** 5 feet

**Throwing Distance:** 40 feet.

**Resistance Test:** Constitution

This bomb emits a wave of concussive energy upon exploding, leaving creatures stunned and dazed. Creatures in the effect area that fail the Constitution saving throw are stunned for 1d4 rounds.

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